

AGB-BCLE-USA

GAME BOY ADVANCE
GAME BOY® ADVANCE

Super **COLLAPSE!** II

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*

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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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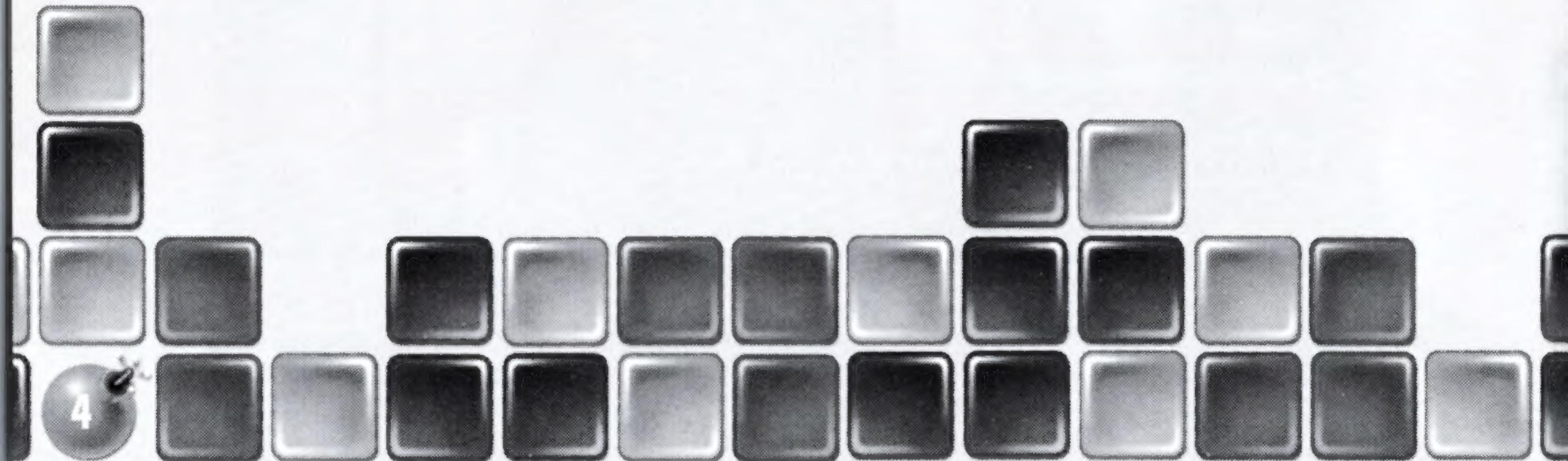
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COLLAPSE!

Get ready to play one of the most popular and addictive PC puzzle games ever created! With **SUPER COLLAPSE! II™**, play in four challenging modes. In Classic Mode, you'll have to act fast before the blocks reach the top of the screen. In Relapse Mode, you'll find yourself turned upside-down as blocks appear from both the top and bottom! And in both Strategy and Puzzle Modes, take your time and plan your next move carefully.



GETTING STARTED

1. Making sure your Game Boy® Advance System power switch is set to OFF; insert the **SUPER COLLAPSE! II** Game Pak into the Game Boy® Advance System.
2. Turn on the Game Boy® Advance System. In a few moments, the *Main Menu Screen* should appear.

Important Note: If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)



CONTROLS

SUPER COLLAPSE! II controls work as follows:

L Button

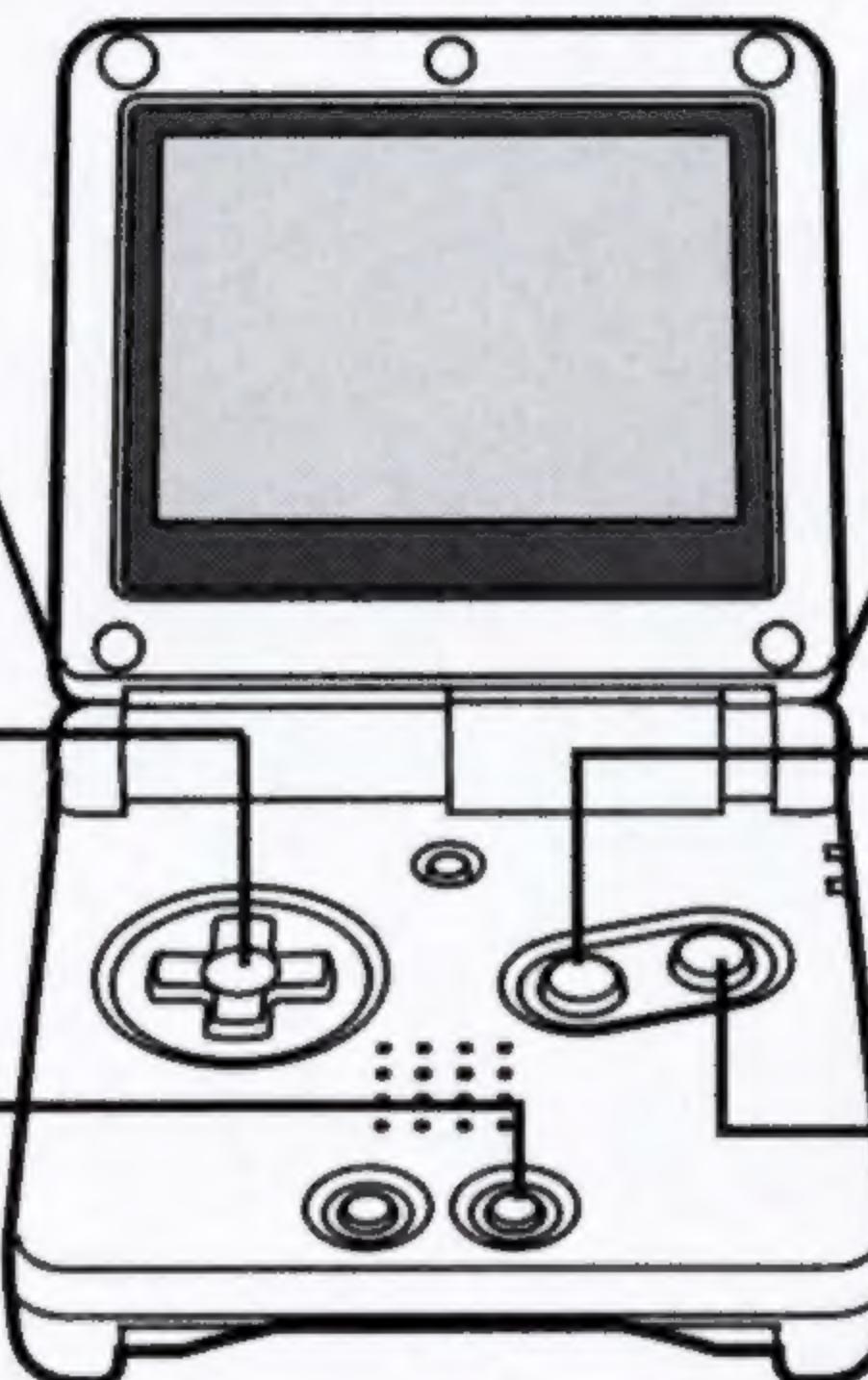
Instantly adds a row of blocks to the bottom of the screen (Classic and Relapse Modes only).

Control Pad

Moves the cursor around the screen.

START

Pressing **START** pauses the game and displays the Pause Menu. Press **START** again to resume the game.



R Button

Instantly adds a row of blocks to the top of the screen (Relapse Mode only).

A Button

Remove three or more blocks.

B Button

Returns to the previous menu screen.

THE MAIN MENU

On this menu, you can select the following game modes or options:

Classic

Select this mode to play the classic exploding block sensation.

Relapse

This mode gives you twice the thrill by having blocks coming from both the top and bottom of the screen.

Strategy

This mode only adds a new line of blocks every time you remove a set of three or more blocks from the playfield.

Puzzle

Use all your powers of deduction to solve these mind-bending puzzles that test your brain, not your fingers.

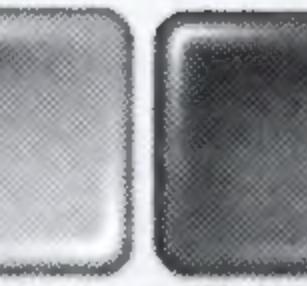
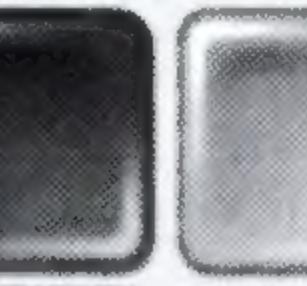
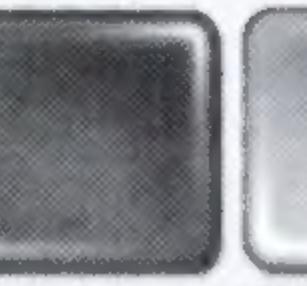
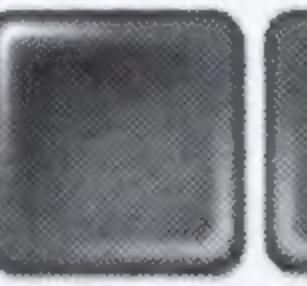
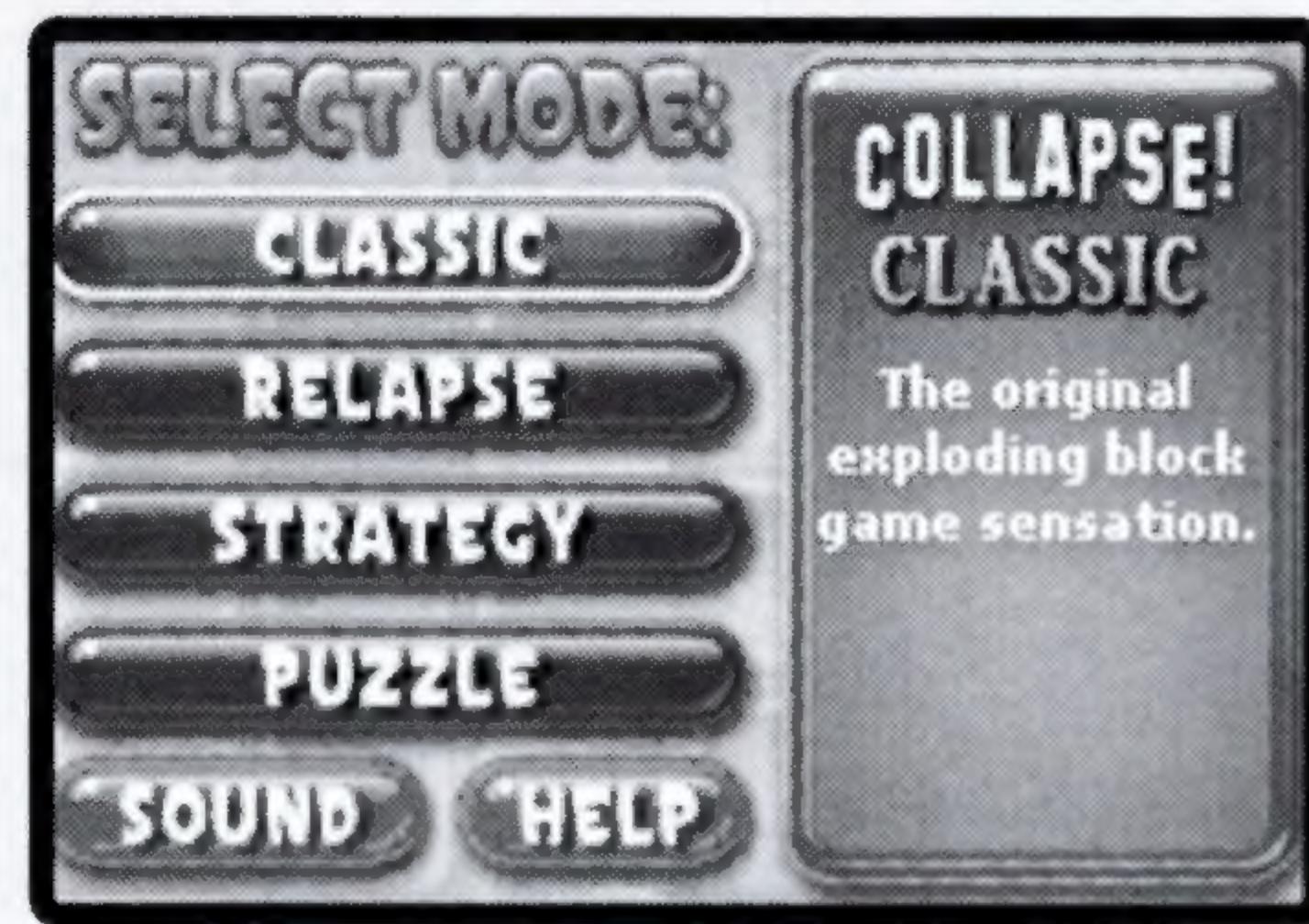


Sound

Select this option to change the volume of either the music or sound effects.

Help

This option displays a list of basic instructions for the game.



THE GAME MENU

When selecting a mode of play, the *Game Menu Screen* appears.
On this screen you may choose from the following options:

Easy

Selects an easy version of the current mode.

Hard

Selects a hard version of the current mode.

Continue Code

Use this to enter a password. Press the **Control Pad Right** and **Left** to select each character position, and **Up** and **Down** to set each character. Highlight “**ENTER**” to input your password, or press the **B Button** to exit the screen and return to the *Main Menu Screen*.



GAME RULES

SUPER COLLAPSE! II consists of a grid of fifteen rows and twelve columns of multicolored blocks. There are five different colored blocks (red, green, blue, white, and yellow).

The basic game play consists of selecting a block that is adjacent to two or more blocks of the same color. This block group must be horizontally or vertically adjacent. Diagonal connections are not recognized. If two or more blocks are adjacent to the selected block, it and its similarly colored neighbors are eliminated from the playfield. After blocks are eliminated, any blocks stacked upon them fall down as if influenced by gravity.

To aid the player a colored bomb will occasionally appear instead of a block. When selected, this bomb will eliminate all blocks of the same color from the grid. A special super bomb, displayed as a black bomb, will eliminate any colored block in its local vicinity.

GAME MODES

In **SUPER COLLAPSE! II** there are four modes of play. Each is accessible from the *Main Menu Screen*.

Classic Mode

In Classic Mode, the bottom of the game grid starts partially filled with random colored blocks. The initial number of rows filled with blocks and the number of different colored blocks in use depends upon your starting level and difficulty setting. As play progresses, a bottom line serves as a timer and a display of the next line's pieces. Play continues until a certain amount of lines are eliminated or you fail to stop a block from reaching the top.

Relapse Mode

In Relapse Mode, the bottom and top start partially filled with random colored blocks. Again, the initial number of rows and number of different colored blocks is determined by your level and difficulty settings. In this



mode, the top and bottom rows grow toward each other. Play ends once they meet. Added to this mode is a gravity block, displayed as a double arrow, which when selected will move all the top-half or bottom-half blocks to the other end of the grid.

Strategy Mode

Strategy Mode is similar to Classic Mode with the exception that it is turn based, not timed based. A new row of bricks will be added every time a valid block group is selected and eliminated from the grid.

Puzzle Mode

In Puzzle Mode, your goal is to complete a pre-designed arrangement of blocks. This mode is not timed and ends when you successfully eliminate all blocks or leave any blocks remaining once all legal moves have been completed. If you fail to complete the puzzle, you will be offered to restart the same puzzle or quit Puzzle Mode.

THE GAME SCREEN

The game screen for **SUPER COLLAPSE! II** is comprised of the following elements:

Mode

This indicates the game mode you have selected.

Score

This displays your overall score.

Level

This indicates the current level of the game mode you have selected.

Lines

This displays the number of lines of blocks remaining to appear.
A warning sound is heard when there are three lines remaining.

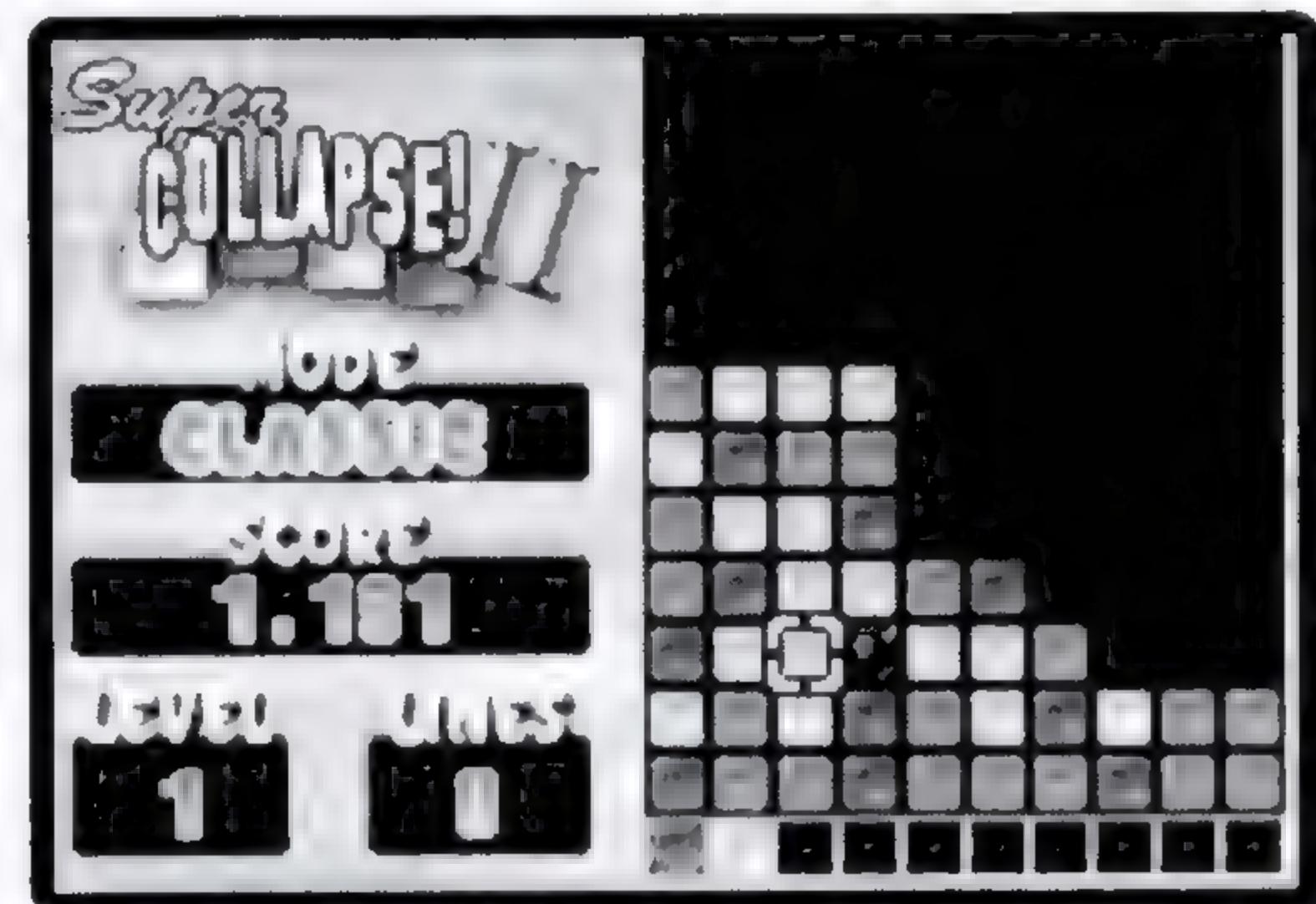


Attempts

Displayed only in Puzzle Mode, this indicates the number of times you have attempted to solve the current puzzle.

Game Grid

This fifteen-row by twelve-column grid is your playfield area.



THE PAUSE MENU

When the game is paused, the Pause Menu appears. In this menu you can:

Resume Game

This resumes the current game in progress.

Restart Level

This restarts the game at the current level.

Sound

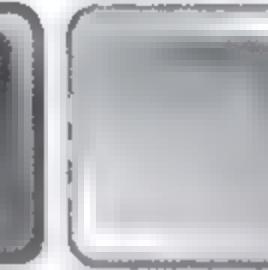
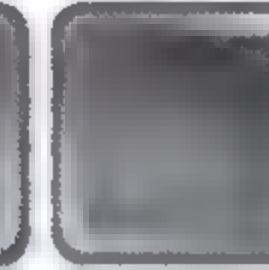
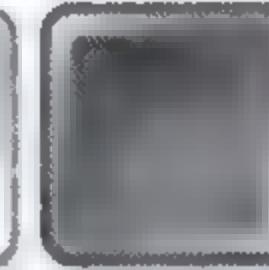
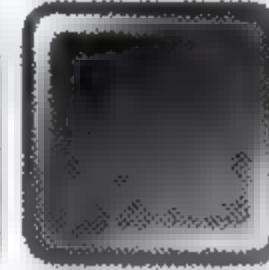
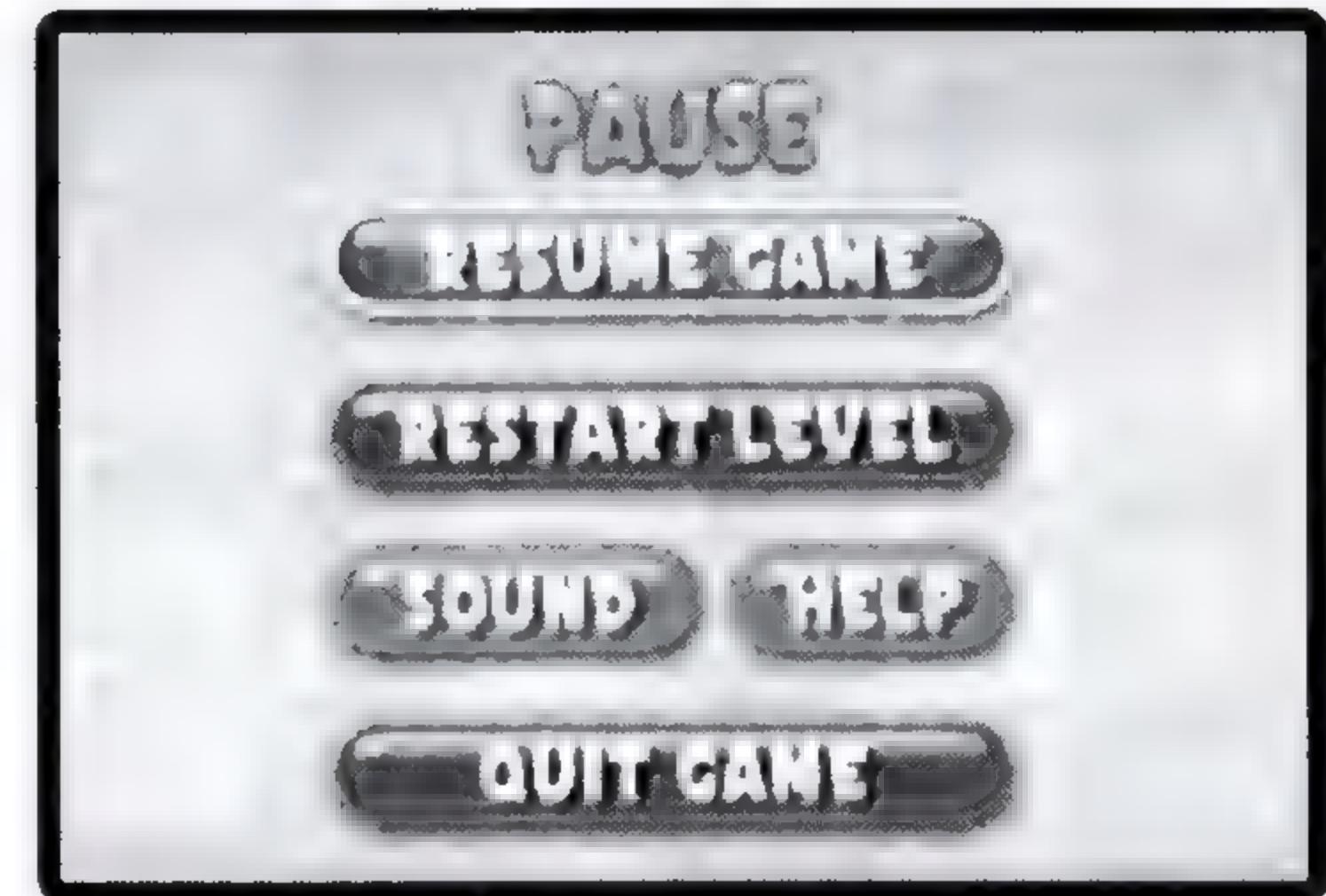
Select this to change the volume of either the music or sound effects.

Help

This displays a list of basic instructions for the game.

Quit Game

This ends the current game and returns to the *Main Menu Screen*.

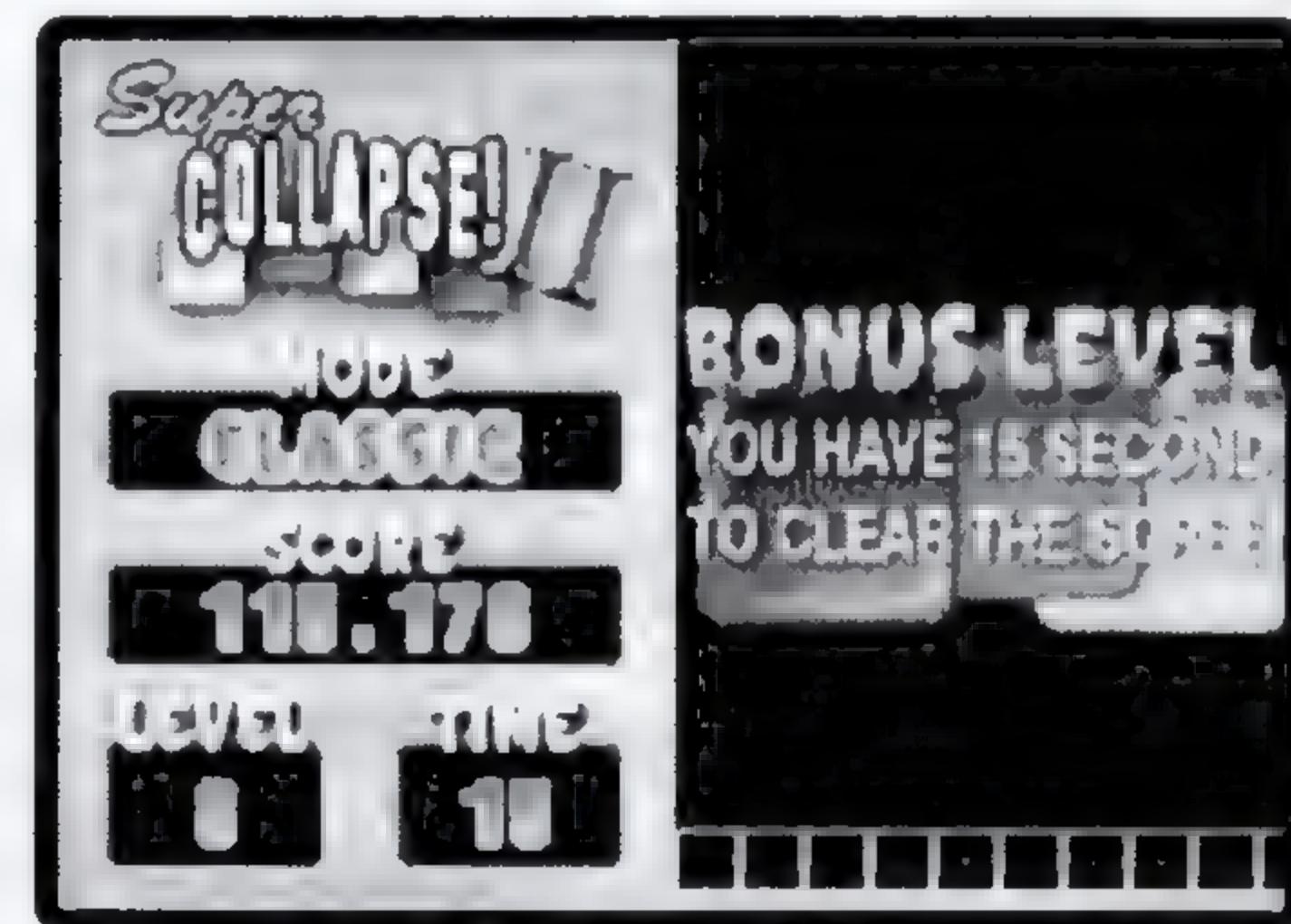


COMPLETING A LEVEL

If all the lines for a given level have been displayed without any of the blocks reaching the top of the screen in Classic Mode or the middle of the screen in Relapse Mode, then the current level will be completed.

BONUS LEVELS

Occasionally, Bonus Levels will appear. When they do, you will have a certain amount of time to eliminate all the blocks from the screen. If you do so within the time allotted, you will receive bonus points.



PASSWORDS

A *Continue Code Screen* will appear at the end of every level for Puzzle mode and at the end of every fifth level for all other modes. This screen will display the current password.

Press the **A Button** when you're ready to continue to the next level.



SCORING TIPS

- Don't forget that your cursor can wrap from the bottom to the top of the screen, as well as on either side of the blocks. Use this to your advantage to take a "shortcut" to collapse blocks even more quickly! This is especially important in Relapse Mode.
- You don't always have to go for the large block clusters first. Try to collapse some smaller ones to make even more of the same colored blocks touch one another. That way you can get tons of bonus points for collapsing more of the same colored blocks at the same time!
- Finished the current level? Press and hold down the **A Button** to make the line bonus counter count faster.



1-900-285-TIPS

1-900-285-8477

(\$1.99 per minute) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015 and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

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